

1 **CLAIMS**

2 **1.** A media player comprising:

3 a user interface configured to enable a user to interact with the media player  
4 to play different types of media; and

5 a rendering area within the user interface and within which multiple  
6 different types of media can be rendered for the user.

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8 **2.** The media player of claim 1 wherein the media player is configured to  
9 render all visual media types that can be rendered by the media player in the  
10 rendering area.

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12 **3.** The media player of claim 1 wherein the different types of media comprise  
13 video types, animation types, and skin types.

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15 **4.** The media player of claim 1 wherein the different types of media comprise  
16 video types, animation types, HTML types and skin types.

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18 **5.** The media player of claim 1 wherein the different types of media comprise  
19 video types, animation types, and visualization types that can be presented and  
20 generally synchronized with audio media that can be played by the media player.

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22 **6.** A media player comprising:

23 a user interface configured to enable a user to interact with the media player  
24 to play different types of media, the different types of media comprising video  
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1 types, animation types, and visualization types that can be presented and generally  
2 synchronized with audio media that can be played by the media player; and

3 a rendering area within the user interface and within which multiple  
4 different types of media can be rendered for the user, the media player being  
5 configured to render all visual media types that can be rendered by the media  
6 player in the rendering area.

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8 7. A media rendering method comprising:

9 providing a media player user interface;

10 providing a rendering area within the user interface; and

11 rendering different media types within the rendering area.

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13 8. The media rendering area of claim 7, wherein said rendering comprises  
14 rendering all visual media that can be rendered by the media player in the  
15 rendering area.

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17 9. The media rendering area of claim 7, wherein said rendering comprises  
18 rendering video types, animation types, and visualization types associated with  
19 audio media in the rendering area.

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21 10. The media rendering area of claim 7, wherein said rendering comprises:  
22 providing multiple different rendering objects each of which are associated  
23 with a different media type; and  
24 hosting all of the different rendering objects within the rendering area.

11. One or more computer-readable media having computer-readable instructions thereon which, when executed by a computer, cause the computer to implement the method of claim 7.

12. A media player comprising software code that is configured to:  
provide a rendering area within a media player user interface; and  
render different media types within the rendering area.

13. The media player of claim 12, wherein the code is configured to render all visual media that can be rendered by the media player in the rendering area.

14. The media player of claim 12, wherein the code is configured to render video types, animation types, and visualization types associated with audio media in the rendering area.

15. The media player of claim 12, wherein the code is configured to:  
provide multiple different rendering objects each of which are associated with a different media type; and  
host all of the different rendering objects within the rendering area.

16. An object model comprising:  
a base rendering object associated with a rendering area in which multiple different media types can be rendered, the rendering area providing at least a portion of a media player user interface that can be viewed by a user; and

multiple different media type rendering objects each of which being associated with a different media type that can be rendered in the rendering area, the different media type rendering objects being configured to render their associated media.

17. The object model of claim 16, wherein the different media type rendering objects comprise a skin rendering object that is configured to render a skin.

18. The object model of claim 16, wherein the different media type rendering objects comprise a video rendering object that is configured to render video.

19. The object model of claim 16, wherein the different media type rendering objects comprise a audio rendering object that is configured to provide a visualization.

20. The object model of claim 19 further comprising one or more effects associated with the audio rendering object, individual effects being configured to render an associated visualization.

21. The object model of claim 16, wherein the different media type rendering objects comprise a animation rendering object that is configured to render animation.

1 **22.** The object model of claim 16, wherein the different media type rendering  
2 objects comprise a HTML rendering object that is configured to render HTML.

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4 **23.** The object model of claim 16, wherein the different media type rendering  
5 objects comprise one or more of: a skin rendering object that is configured to  
6 render a skin, a video rendering object that is configured to render video, a audio  
7 rendering object that is configured to provide a visualization, a animation  
8 rendering object that is configured to render animation, and a HTML rendering  
9 object that is configured to render HTML.

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11 **24.** The object model of claim 16, wherein one or more of the media type  
12 rendering objects can host one or more other media type rendering objects.

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14 **25.** One or more computer-readable media having computer-readable  
15 instructions thereon which, when executed by a computer, cause the computer to:

16 provide a base rendering object associated with a rendering area in which  
17 multiple different media types can be rendered, the rendering area providing at  
18 least a portion of a media player user interface that can be viewed by a user; and

19 provide multiple different media type rendering objects each of which  
20 being associated with a different media type that can be rendered in the rendering  
21 area, the different media type rendering objects being configured to render their  
22 associated media.

1   **26.**    The computer-readable media of claim 25, wherein the multiple different  
2   media type rendering objects share common properties.

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4   **27.**    The computer-readable media of claim 25, wherein the instructions further  
5   cause the computer to:

6           receive media associated with a media type for rendering in the rendering  
7   area;

8           ascertain an associated media type rendering object that is configured to  
9   render that media type;

10          call the associated media type rendering object; and

11          instruct the associated media type rendering object to render the received  
12   media in the rendering area.

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14   **28.**    The computer-readable media of claim 27, wherein the instructions cause  
15   the computer to ascertain the associated media type by calling the base rendering  
16   object with the media type, the instructions then causing the base rendering object  
17   to call the associated media type rendering object.

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19   **29.**    The computer-readable media of claim 27, wherein the instructions cause  
20   the computer to render the media associated with the media type in the rendering  
21   area, using the media type rendering object.

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23   **30.**    The computer-readable media of claim 25, wherein the different media  
24   types comprise video types.

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1 31. The computer-readable media of claim 25, wherein the different media  
2 types comprise animation types.

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4 32. The computer-readable media of claim 25, wherein the different media  
5 types comprise HTML types.

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7 33. The computer-readable media of claim 25, wherein the different media  
8 types comprise skin types.

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10 34. The computer-readable media of claim 25, wherein the different media  
11 types comprise audio types.

12  
13 35. A media player comprising software code that is configured to:  
14 provide a base rendering object associated with a rendering area in which  
15 multiple different media types can be rendered, the rendering area providing at  
16 least a portion of a media player user interface that can be viewed by a user;  
17 provide multiple different media type rendering objects each of which  
18 being associated with a different media type that can be rendered in the rendering  
19 area, the different media type rendering objects being configured to render their  
20 associated media and sharing common properties;  
21 receive media associated with a media type for rendering in the rendering  
22 area;  
23 call the base rendering object with the media type associated with the  
24 received media;  
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1           ascertain, with the base rendering object, an associated media type  
2 rendering object that is configured to render that media type;  
3           call the associated media type rendering object with the base rendering  
4 object;  
5           instruct the associated media type rendering object to render the received  
6 media in the rendering area; and  
7           render the associated media in the rendering area with the media type  
8 rendering object.

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10 **36.**   The media player of claim 35, wherein the different media types can  
11 comprises one or more of: audio types, video types, animation types, skin types,  
12 and HTML types.

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